

<Second Grade Splash Math on the iPad>

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Overall Goal for the Lesson:

The goal for this lesson is to get students engaged in learning with the iPad. Using the application Second Grade Splash Math, the students will practice word problems.

Description of classroom, grade level, and students:

This is a second grade classroom with 20-21 students. All of the students are on grade level and will be using the appropriate technology for their level. This lesson will be used in group or centers work when working with math skills and word problems.

Student Objectives for the lesson. (Given a condition, the students will, to what level).

1. Student will be able to play Second Grade Math Splash on the iPad for 15 to 20 minutes answering the word problems with 85% accuracy.
2. Given the word problems from the iPad application, the students will be able to discuss with other group members the correct answers to every word problem with 100% accuracy.

Length of Lesson: (minutes, number of class periods, or days or weeks needed).

This will be used daily for one week during math centers in 15 minute intervals. This activity is more of a relaxed and enjoyable center to help the students take a break from the other centers that are more complex.

Schedule of Activities: (Break down your activity into a timeline of events. Focus on what students will be doing and what teachers will be doing during each part of the activity.)

1. Monday- Friday two iPads will be placed at a math center. Depending on the length of math for the certain day, students will either rotate centers every 15 minutes, or switch centers daily.
2. The rules will be provided on how to properly handle the iPad.

3. The students will be able to read the rules for the application and then play the game with a partner or other group member.
4. The teacher will be helping other centers or working one on one with students. This center should be a center that students can work on alone without the help of the teacher.

PASS Content Standards Addressed (Copy and Paste from:
<http://sde.state.ok.us/Curriculum/PASS/default.html>)

- 2.NBT.2. Count within 1000; skip-count by 5s, 10s, and 100s.
- 2.OA.1. Use addition and subtraction within 100 to solve one- and two-step word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions, e.g., by using drawings and equations with a symbol for the unknown number to represent the problem.

PASS Instructional Technology Standards (Copy and Paste from:
<http://sde.state.ok.us/Curriculum/PASS/default.html>)

- 1. Creativity and Innovation
- Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. Students:
 - c. use models and simulations to explore complex systems and issues.
- 2. Communication and Collaboration
- Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others. Students:
 - d. contribute to project teams to produce original works or solve problems.

Assessments: How will these activities be assessed? (Go back to your objectives, what will the students do? Make sure that each objective is paired to an assessment measure that allows students to show it).

The students will be assessed by their peers while playing the game. The second objective states that as the group members answer questions, they must discuss how they got the answer correct or how they can get the correct answer if they got it incorrect.

Accommodations: How might the lesson need to be adapted for students with special needs?

The sound on the game can be turned on for children with vision impairments in order for the students to be able to listen to the word problem being stated.

Worksheets will be placed at the center for students who are having difficulty with the game that have easier word problems.

The game will be played with at least one or more partners so that the students can work together if they need any assistance or do not understand the material on the game.

Materials Needed: Go through each activity and identify what items (both technology and not) are needed to complete this lesson. Include a breakdown according to individual student or student groups. Include materials that need to be created as well.

1. Two iPads
2. Rules for iPad safety
3. Rules for iPad Game
4. One or more partners
5. Worksheets for individuals who are having a difficult time with the Second Grade Math Splash application.